

It is the year 2068 and almost all life has been terminated. A small group known as N.M.A (national military alliance) has been fighting off the meterex, a race of strange creachers that live only for death and destruction. They are monsters with extreme power and speed that make them almost impossible to kill; they also resemble insects but are three times bigger than a normal human. N.M.A created battle suits - giant robotic exoskeletons that are equipped with everything they need to destroy the meterex once and for all!! Wich include rocket pods, machine guns, a laser sword, jet pack, land mines, you know basic equipment for any giant robotic suit. They also feacher the legendary Geroteck mode/guardian mode (transforms into a plane with legs and weapons) But the meterex are becoming more advanced and harder to kill so N.M.A had to use newer modal exoskeletons wich bare a striking resemblance to the meterex's design and size. There commander sergeant baker sent for new troops (It's pretty hard to find new recruits when most of the human race is dead) but they did get five teenage recruits to join. Baker knew he had to train the "soldiers" to fight and operate the mechs/exoskeletons But one of the recruits named Andrew.j Hughson was more of the slacker types, the only reason he joined is because his parents made him join. They said it would teach him discipline but he thought it was to get back at him for the arson he took part in last Christmas. Baker knew he had to be extremely hard on him in order to teach him respect and how to fight. But as expected Hughson showed absolutely no respect to Baker or the others so at this point every night at 10:12 pm he had to scrub the bunkers, wash every ones uniforms, make sure all of the guns were working properly, and dig in crates for usable ammo. Hughson hated it there and he wasn't afraid to show it. he did anything he could to annoy Baker but with every prank he pulled Baker added more and more chores and longer time periods to the list. "Hughson!!!!" yelled Baker at the top of his lungs "yes sir?" he replied with a sarcastic tone Baker walked in pants torn off and burnt "would you like to explain why I'm standing here with no pants?" Baker asked "you were taking a..." Baker stopped him "you set them on fire you tool!!" "How did I do that?" Hughson asked with a smirk "You put fireworks in the pockets!!!!" Baker yelled. Hughson lathed "that's it!! 123 laps now!!!!" Baker screamed. 2 years later something unexpected happened there was a Meterex attack the recruits now soldiers were getting ready to fight them "ok men we are facing a threat more power full than anything ever found on Earth!" Baker announced " n.m.a has created these mech suites to protect you in battle. "why can't we fight them our selves in stead of using these mechs?" one of the soldiers asked "privet Wilson do you want to die?" Baker asked sarcastically "of course not!" Wilson answered "well you obviously do if you asked that! There venom could kill two hundred bulls worth of humans!" "that makes no scents at all!" another soldier added "in other words they can kill you maggots in five seconds with out the mechs armour!!" Baker yield at the soldiers "now shut your mouths get in the mechs

and die!" "you just said..." "Hughson! I know what I said" Baker interrupted The soldiers got in the mechs and were off. "these things are pretty hard to control" Wilson said "not really you get used to it quick enoth" Hughson added "will you shut up!! Your acting like children" an older soldier added " look there they are" Wilson said crouching down behind a pile of destroyed house " I'm going in" said Hughson " Wilson grabbed Hughson's mech to stop him from fighting the Meterex "no we all stay together" Wilson ordered "lets get in a little closer" he said as they slowly walked closer but just then one of the Meterex noticed them when Hughson tripped on a branch "walka!!!" one of the Meterex screamed translated it means humans "crunkirt" the other yield crunkirt means attack "what the %^#\$@! Did they just say?" Walker asked "they pretty much said they are going to kill us" one of the soldiers said "rembertuid!!!!!" both of the Meterex screamed wich stands for kill them all. Walker wiped out the exoskeletons laser sword and sliced it at one of the Meterex cutting off it's head blood shot out of the corps "don't touch it" one of the soldiers demanded "why?" Hughson asked " It's acid" he answered "can we move on?" Walker asked "fine but first" Walker said his mechs arm transformed into a rocket launcher and he shot it at the living Meterex "dreinhga..." it said as it was destroyed. Guts and internal organs flew every were "gut stew anyone?" Walker asked lathing " that's sick!! Why would you want to eat that!?" Asked Hughson "it was a joke!!!" Walker answered "that's your sense of humour? Hughson asked "ok shut up and let's leave" a soldier said annoyed. Almost all of the Meterex were killed so now only a few were left to fight but with so few alive that the remaining Meterex were hiding out in caves and abandon houses planning to repopulate there species so they can destroy what little there is left on the dying planet "blaknor_asdertyuin alamdoin dertyun asrdftr maondorprt!!!!" one of the surviving Meterex yield meaning we cannot let them defeat us!!!! "qternom ther wadert retlgh jgdrmf tytd sldfrsc" another answered meaning we cannot fight them they have more soldiers then us "did you guys here that?" Hughson asked "Meterex!!!". "lets just nuke them and leave" said Wilson " that's all we ever needed to do" he added "what ever that's the only way we will ever get rid of them and finish this story" "but how?" "well with the magic of plot convenience we can do anything" "breaking the forth wall much?" "what ever, wail you were saying five words I managed to contact the other side of the world, call in for a nuke, pay millions for it, get it somehow shipped over here, make a plan on how to not get killed by the explosion, kill three of the Meterex, and not be seen all in five seconds" how? Hughson asked "ask Alex he's the one righting this" "no thats stupid we will cause a paradox and kill all humanity here and in the real world" he answered "just try!" Hughson demanded "ok fine.....Alex how did he do that so fast?" "he just did. I'm the one righting this so I choose what happens" I said *the earth starts to shake* "what's happening?" Walker asked "hehe it's called a paradox!!! Now you will all die" I said lathing "wait your the

righter you can stop this!” Hughson added “ could. But I won’t.....you should be happy now you don’t have to come back for a sequel” *and with that a huge explosion destroyed everything in existence* including the Meterex. “ And that’s what would happen if you talked to the people in a book” a father said to his son “that story was horable!!! There was no character development , no plot, and it ended with a bang” the child said “ who wrot that dad?” *dad looks at cover* Alexander (the king of awesome) “great book Alex. great book.....

| | 4 | 3 | 2 | 1 |
|--------------------------|--|---|---|---|
| Introduction | <i>First paragraph has a "grabber" or catchy beginning. The main character and the setting are introduced in a clear, concise way.</i> | <i>First paragraph has a weak "grabber". The main character and the setting are introduced.</i> | <i>A catchy beginning was attempted but was confusing rather than catchy. It is unclear who the main character is or what the setting is.</i> | <i>No attempt was made to catch the reader's attention in the first paragraph. Little to no mention of the main character or the setting.</i> |
| Spelling and Punctuation | <i>There are no spelling or punctuation errors in the final draft. Character and place names that the author invented are spelled consistently throughout.</i> | <i>There is one spelling or punctuation error in the final draft.</i> | <i>There are 2-3 spelling and punctuation errors in the final draft.</i> | <i>The final draft has more than 3 spelling and punctuation errors</i> |
| Setting | <i>Many vivid, descriptive words are used to tell when and where the story took place.</i> | <i>Some vivid, descriptive words are used to tell the audience when and where the story took place.</i> | <i>The reader can figure out when and where the story took place, but the author didn't supply much detail.</i> | <i>The reader has trouble figuring out when and where the story took place.</i> |
| Problem/Conflict | <i>It is very easy for the reader to understand the problem the main characters face and why it is a problem.</i> | <i>It is fairly easy for the reader to understand the problem the main characters face and why it is a problem.</i> | <i>It is fairly easy for the reader to understand the problem the main characters face but it is not clear why it is a problem.</i> | <i>It is not clear what problem the main characters face.</i> |
| Characters | <i>The main</i> | <i>The main</i> | <i>The main</i> | <i>It is hard to tell</i> |

| | | | | |
|---------------------|---|---|---|---|
| | <i>characters are named and clearly described in text. Most readers could describe the characters accurately.</i> | <i>characters are named and described. Most readers would have some idea of what the characters looked like.</i> | <i>characters are named. The reader knows very little about the characters.</i> | <i>who the main characters are.</i> |
| Action | <i>Several action verbs (active voice) are used to describe what is happening in the story. The story seems exciting!</i> | <i>Several action verbs are used to describe what is happening in the story, but the word choice doesn't make the story as exciting as it could be.</i> | <i>A variety of verbs (passive voice) are used and describe the action accurately but not in a very exciting way.</i> | <i>Little variety seen in the verbs that are used. The story seems a little boring.</i> |
| Solution/Resolution | <i>The solution to the character's problem is easy to understand, and is logical. There are no loose ends.</i> | <i>The solution to the character's problem is easy to understand, and is somewhat logical.</i> | <i>The solution to the character's problem is a little hard to understand.</i> | <i>No solution is attempted or it is impossible to understand.</i> |
| Organization | <i>The story is very well organized. One idea or scene follows another in a logical sequence with clear transitions.</i> | <i>The story is pretty well organized. One idea or scene may seem out of place. Clear transitions are used.</i> | <i>The story is a little hard to follow. The transitions are sometimes not clear.</i> | <i>Ideas and scenes seem to be randomly arranged.</i> |
| Theme | <i>The entire story is related to the chosen theme. The theme</i> | <i>Most of the story is related to the theme. The other</i> | <i>Some of the story is related to the theme, but the</i> | <i>There is no clear theme.</i> |

| | | | | |
|--|---|---|---|--|
| | <i>relates well to the chosen plot, characters, setting, etc.</i> | <i>elements of the story fit quite well with the theme.</i> | <i>elements of the story don't fit well with the theme.</i> | |
|--|---|---|---|--|

Story: 29/36

Peer evaluation: 2/2

Class mark: 2/2

Total: 33/40

Interesting story. However, the lack of paragraphs made it difficult to follow.